

Dialog

The <ava-dialog> system provides a comprehensive dialog solution with multiple variants, modal support, and flexible configuration options. Built around a service-based architecture, it offers both predefined dialog types and custom modal dialogs for various user interaction scenarios.

How to use

Basic Usage

Simple dialog implementation with default settings and integrated functionality.

```
import { AavaDialogService } from "@aava/play-core";

// Inject the service
constructor(private dialogService: AavaDialogService) {}

// Show different types of dialogs
this.dialogService.success({ message: 'Operation completed!' });
this.dialogService.confirmation({ message: 'Are you sure?' });
```

Basic Features

- Service-Based : Programmatic dialog creation via DialogService
- Multiple Variants : Success, error, warning, info, confirmation, loading, and custom dialogs
- Modal Support : Full modal dialog capabilities with content projection
- Responsive Design : Adapts to different screen sizes and content
- Accessibility : Built-in accessibility features and keyboard navigation

Dialog Variants

Seven distinct dialog variants for different user interaction scenarios.

```
<aava-button
  label="Show Warning Dialog"
  variant="warning"
  (userClick)="showWarningDialog()"
></aava-button>
```

Available Variants

- Success - Green styling for successful operations and confirmations
- Error - Red styling for errors and critical issues with retry options
- Warning - Orange/yellow styling for warnings and cautions
- Info - Blue styling for informational messages and tips
- Confirmation - Neutral styling for user confirmations and decisions
- Loading - Animated loading states with progress indicators
- Custom - Fully customizable styling and content

Custom Dialogs

Fully customizable dialogs with custom content and styling options.

```
constructor(private dialogService: DialogService) {}
showWarningDialog() {
  this.dialogService
    .warning({
      title: 'Unsaved Changes',
      message:
        'You have unsaved changes that will be lost if you continue. Are you sure you want to proceed?',
      showProceedButton: true,
      proceedButtonText: 'Discard Changes',
    })
    .then((result) => {
      console.log('Warning dialog closed:', result);
      if (result.action === 'proceed') {
        console.log('User chose to discard changes!');
      }
    });
}
```

Custom Features

- Custom Content : HTML content or component rendering
- Variant Styling : Multiple visual variants (default, success, error, warning, info)
- Flexible Layouts : Custom button configurations and layouts
- Icon Customization : Optional icons with custom colors and sizes
- Bottom Borders : Optional decorative bottom borders

Service Methods

The DialogService provides convenient methods for different dialog types:

Success Dialog

Error Dialog

Warning Dialog

Confirmation Dialog

Loading Dialog

Custom Dialog

Modal Dialog

API Reference

DialogService Methods

Method	Parameters	Return Type	Description
success()	SuccessDialogConfig?	Promise<DialogResult>	Show success dialog with green styling
error()	ErrorDialogConfig?	Promise<DialogResult>	Show error dialog with red styling
warning()	WarningDialogConfig?	Promise<DialogResult>	Show warning dialog with orange styling
info()	InfoDialogConfig?	Promise<DialogResult>	Show info dialog with blue styling
confirmation()	ConfirmationDialogConfig?	Promise<DialogResult>	Show confirmation dialog for user decisions
loading()	LoadingDialogConfig?	Promise<DialogResult>	Show loading dialog with progress indicators

Method	Parameters	Return Type	Description
custom()	CustomDialogConfig?	Promise<DialogResult>	Show custom dialog with full customization
feedback()	CustomDialogConfig?	Promise<DialogResult>	Show feedback dialog for user input
open()	component, data?	Promise<any>	Open custom component in dialog container
openModal()	component, config?, data?	Promise<any>	Open custom component in modal dialog
close()	-	void	Close the currently open dialog

Base Dialog Configuration

Property	Type	Default	Description
title	string?	"	Dialog header text
message	string?	"	Dialog body text
icon	string?	"	Icon name for the dialog
iconColor	string?	"	Custom icon color
iconSize	number?	"	Custom icon size in pixels
showCloseButton	boolean?	true	Whether to show close button
backdrop	boolean?	true	Whether to show backdrop
width	string?	"	Custom dialog width

Property	Type	Default	Description
height	string?	"	Custom dialog height
data	any?	"	Additional data to pass to dialog

Success Dialog Configuration

Property	Type	Default	Description
buttons	DialogButton[]?	[]	Array of custom buttons
showButtons	boolean?	false	Whether to show custom buttons
bottomBorder	boolean?	true	Whether to show decorative bottom border
size	'lg' 'md' 'sm'	'lg'	Dialog size variant

Error Dialog Configuration

Property	Type	Default	Description
showRetryButton	boolean?	false	Whether to show retry button
retryButtonText	string?	'Retry'	Text for retry button
closeButtonText	string?	'Close'	Text for close button
bottomBorder	boolean?	true	Whether to show decorative bottom border
buttons	ErrorButton[]?	[]	Array of custom error buttons

Property	Type	Default	Description
showButtons	boolean?	false	Whether to show custom buttons
size	'lg' 'md' 'sm'	'lg'	Dialog size variant

Warning Dialog Configuration

Property	Type	Default	Description
showProceedButton	boolean?	false	Whether to show proceed button
proceedButtonText	string?	'Proceed'	Text for proceed button
showCancelButton	boolean?	true	Whether to show cancel button
cancelButtonText	string?	'Cancel'	Text for cancel button
bottomBorder	boolean?	true	Whether to show decorative bottom border
buttons	WarningButton[]?	[]	Array of custom warning buttons
showButtons	boolean?	false	Whether to show custom buttons
size	'lg' 'md' 'sm'	'lg'	Dialog size variant

Info Dialog Configuration

Property	Type	Default	Description
showOkButton	boolean?	true	Whether to show OK button
okButtonText	string?	'OK'	Text for OK button

Property	Type	Default	Description
showLearnMoreButton	boolean?	false	Whether to show learn more button
learnMoreButtonText	string?	'Learn More'	Text for learn more button
bottomBorder	boolean?	true	Whether to show decorative bottom border
buttons	InfoButton[]?	[]	Array of custom info buttons
showButtons	boolean?	false	Whether to show custom buttons
size	'lg' 'md' 'sm'	'lg'	Dialog size variant

Confirmation Dialog Configuration

Property	Type	Default	Description
confirmButtonText	string?	'Confirm'	Text for confirm button
cancelButtonText	string?	'Cancel'	Text for cancel button
confirmButtonVariant	'primary' 'secondary' 'success' 'warning' 'danger'	'primary'	Confirm button styling variant
cancelButtonVariant	'primary' 'secondary' 'success' 'warning' 'danger'	'secondary'	Cancel button styling variant
destructive	boolean?	false	Whether this is a destructive action

Property	Type	Default	Description
bottomBorder	boolean?	false	Whether to show decorative bottom border

Loading Dialog Configuration

Property	Type	Default	Description
progress	number?	0	Progress value (0-100)
showProgress	boolean?	false	Whether to show progress bar
showCancelButton	boolean?	false	Whether to show cancel button
cancelButtonText	string?	'Cancel'	Text for cancel button
spinnerColor	string?	"	Custom spinner color
indeterminate	boolean?	true	Whether progress is indeterminate
bottomBorder	boolean?	false	Whether to show decorative bottom border

Custom Dialog Configuration

Property	Type	Default	Description
buttons	DialogButton[]?	[]	Array of custom buttons
variant	'default' 'success' 'error' 'warning' 'info'	'default'	Visual variant for styling

Property	Type	Default	Description
customContent	string?	"	Custom HTML content
showIcon	boolean?	true	Whether to show icon
showTitle	boolean?	true	Whether to show title
showMessage	boolean?	true	Whether to show message
bottomBorder	boolean?	false	Whether to show decorative bottom border
label	string?	"	Custom label text
confirmButtonText	string?	"	Text for confirm button
cancelButtonText	string?	"	Text for cancel button
destructive	boolean?	false	Whether this is a destructive action

Modal Dialog Configuration

Property	Type	Default	Description
maxWidth	string?	"	Maximum width constraint
maxHeight	string?	"	Maximum height constraint
showCloseButton	boolean?	true	Whether to show close button

Dialog Button Interface

Property	Type	Default	Description
label	string	-	Button display text
variant	'primary' 'secondary' 'success' 'warning' 'danger'	'primary'	Button styling variant
action	string?	"	Action identifier for button click
disabled	boolean?	false	Whether button is disabled

Dialog Result Interface

Property	Type	Description
action	string?	Action that triggered dialog closure
data	any?	Additional data from dialog interaction
confirmed	boolean?	Whether user confirmed the action

Best Practices

Design Guidelines

- Clear Purpose : Make dialog purpose obvious through title and content
- Consistent Styling : Use consistent visual hierarchy across dialog types
- Appropriate Sizing : Choose dialog sizes that fit content without overwhelming
- Button Placement : Follow standard button placement conventions
- Visual Feedback : Provide clear visual feedback for user actions

Accessibility

- Keyboard Navigation : Ensure full keyboard accessibility (Tab, Escape, Enter)

- Screen Reader Support : Provide descriptive titles and content
- Focus Management : Trap focus within dialog and restore on close
- ARIA Attributes : Use appropriate ARIA roles and labels
- High Contrast : Maintain sufficient contrast for all text and elements

Performance

- Lazy Loading : Load dialog content only when needed
- Memory Management : Properly clean up dialog instances
- Change Detection : Use OnPush strategy for optimal performance
- Event Handling : Clean up event listeners and subscriptions
- Bundle Optimization : Import only needed dialog types

User Experience

- Clear Actions : Make button actions and consequences clear
- Progressive Disclosure : Use dialogs for focused, single-purpose interactions
- Error Handling : Provide clear error messages and recovery options
- Loading States : Show appropriate loading indicators for long operations
- Responsive Design : Ensure dialogs work well on all screen sizes

Implementation Considerations

- Service Injection : Inject DialogService where dialogs are needed
- Promise Handling : Use async/await or .then() for dialog results
- Error Boundaries : Handle dialog errors gracefully
- State Management : Integrate with application state management
- Testing : Test dialog interactions and accessibility features

Technical Notes

Component Architecture

The dialog system uses a service-based architecture:

- DialogService manages all dialog operations and lifecycle
- DialogContainerComponent provides the base container and backdrop
- Individual Dialog Components handle specific dialog types and styling
- ModalComponent provides advanced modal capabilities with content projection

Dialog Lifecycle

The dialog system manages complete lifecycle:

- Creation : Dynamic component creation via service methods
- Rendering : Automatic DOM insertion and view attachment
- Interaction : Event handling and user input processing
- Cleanup : Proper cleanup of views, components, and event listeners

Content Projection

Modal dialogs support advanced content projection:

- Header Content : Use [dialog-header] attribute for header sections
- Body Content : Use [dialog-body] attribute for main content
- Footer Content : Use [dialog-footer] attribute for action areas
- Dynamic Content : Any component can be rendered inside dialogs

Event Handling

The system handles multiple event types:

- Close Events : User-initiated closure via close button or backdrop
- Button Events : Custom button click handling with action identification
- Result Events : Promise resolution with user action results
- Cleanup Events : Proper cleanup of resources and event listeners

CSS Integration

The component integrates with the design system:

- CSS Variables : Uses semantic CSS variables for theming
- Responsive Design : Adapts to different screen sizes
- State Management : Handles various dialog states
- Accessibility : Maintains proper contrast and focus indicators